Nintendo

GAME BOY COLOR

DMG-A4KE-USA

INSTRUCTION MANUAL



MIDWAY®

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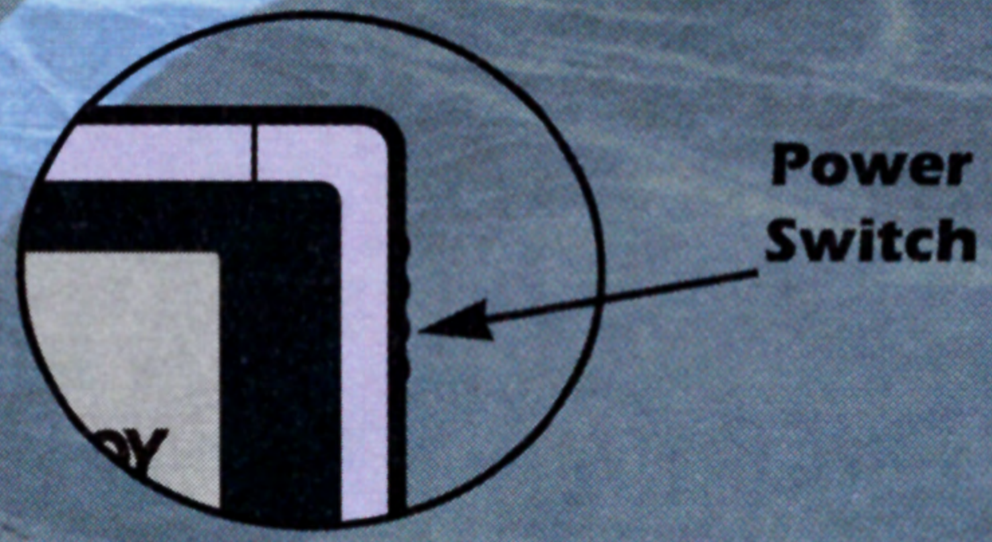
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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

KONTENTS

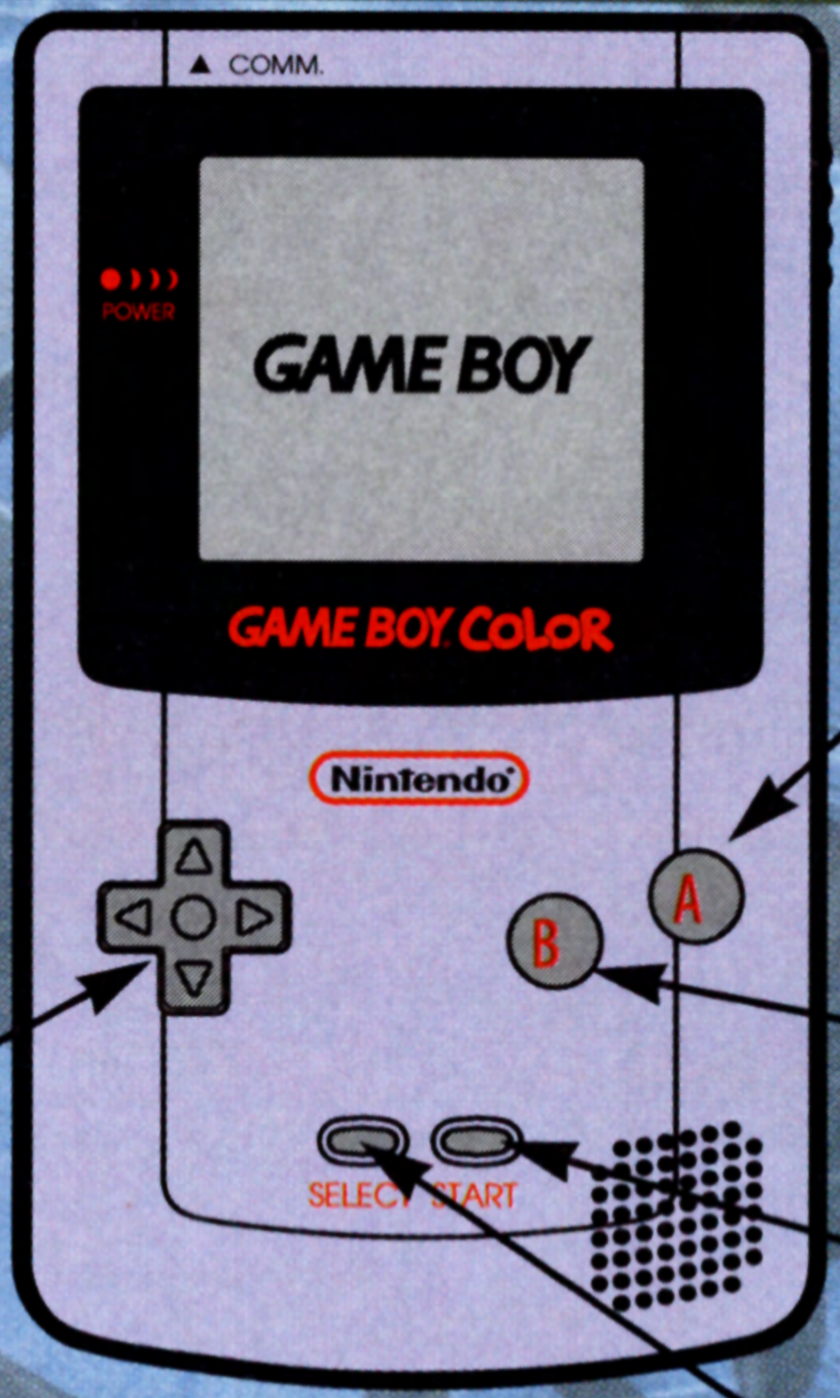
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GETTING STARTED



1. Make sure the POWER switch is in the OFF position.
2. Insert the Nintendo GAME BOY Game Pak into the slot on the back of the Game Boy body, label facing AWAY from play side.
3. Slide the POWER switch to the ON position. The game will cycle through an opening sequence and lead you to the Mortal Kombat 4 screen.
4. Follow game play instructions on page 5.

CONTROLS



PressSTART+SELECT+A+B to restart the game.

Kick

Punch

Move Player
(All Directions)

Block

Pause Button

U = Jump
D = Crouch
B = Control Pad Back (away from opponent)
F = Control Pad Forward (toward opponent)

SELECT A FIGHTER



At the Fighter Select Screen Screen, the available fighters are displayed. Press your **Control Pad Up**, **Down**, **Left** or **Right** to highlight a player, then press the **Select Button** to choose the player you want to fight with.

CHOOSE YOUR DESTINY



Once you've chosen your fighter, you'll view the Destiny Screen.

Press the Control Pad Left or Right, then press the A Button to select one of these columns: Warrior, Master or Novice.



You'll see a large column scrolling with Mortal Kombat 4 characters' faces.

To claim ultimate victory, you must defeat each of the characters on the column. Each time you defeat an opponent, you'll return to the Choose Your Destiny Screen and view your next opponent.

FIGHTING SUMMARY



Mortal Kombat 4 tests a Warrior's fighting skills by pitting him against increasingly formidable challengers. In all Mortal Kombat battles, **Health Meters** in the upper portion of the screen measure each warrior's diminishing health.

The meters begin each round reflecting health at 100%, but the amount of health is reduced with each blow taken. The reduction amount depends on the type of contact and whether or not it was blocked. When a Warrior's **Health Meter** is depleted, he/she is knocked out and the round goes to the opponent.

FIGHTING SUMMARY



Each match has a 99 second Match Time limit. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor. The first warrior to win two rounds takes the match and moves on to the next opponent.

The **Run Meter** allows you to run toward your opponent, but it is "time sensitive", so you can only activate the Run function while the meter is green.

Defeated? If you have a Continue available, you can press the **Start Button** to return to the Select a Fighter Screen and select another fighter for battle.

BASIC MOVES

Each Mortal Kombat Warrior has spent years of concentration and intense training to perfect his/her martial arts skills. Before challenging these Warriors in kombat, you'll also need intense training and concentration to learn these fundamental skills.

The best way to begin your training is with the fundamental moves: Kicks, Punches, Crouches, Jumps and Blocks.

These moves may seem trivial compared to powerful and acrobatic moves, such as a Flying Kick. However, knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself.

Using Run is especially powerful. Backing off won't cut it against this move. To execute a Run, press Control Pad toward your opponent whild holding the A+B Button together. But make sure you have a move ready when you meet face to face.

KLOSE QUARTERS

Moves used during close-in kombat situations are the Elbow, the Knee, the Bonebreaker and the Throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent. Give it a try. Press the Attack Buttons in a certain sequence for different types of "Kombos".

BASIC KOMBAT MOVES

All of the Mortal Kombat 4 warriors possess expert fighting skills. What raises them above their peers are the special moves which they've created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn and perfect these moves. Whether you use special kicks or elemental bolts, Mortal Kombat 4 warriors are the fiercest and most ferocious kombatants in the Universe. Mastering their special moves could propel you to that level of greatness (see next page).

KROUCHING MOVES

Defensively, the crouching moves let you escape from close proximity, avoid punches, projectile attacks,and throws. Offensively, the uppercut executed from the crouch, is one of the most powerful offensive weapons.

SPINNING MOVES

The spin is the key to exotic moves, such as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him on his butt. The Roundhouse is a spinning kick that nails your opponent in the face. To execute the spin moves, hold the Control Pad away from your opponent while you press the Kick buttons.

AERIAL MOVES

The final moves one should learn are these Aerial moves: Flying Punches and Kicks.To execute these moves, either jump in place (Control Pad UP) or jump toward (Control Pad UP + Fwd) your opponent. Press the game's various Attack Buttons while you're in the air. Unlike most attacks, aerial attacks must be timed properly to land blows.

All together, these fundamentals are the foundation for both a strong defense and a potent offense.

SECRET KODES



Just before the fighting begins, you'll see a row of six boxes with different icons in them. Press the Control Pad Left or Right to move the cursor to the icon you want ot change, then press Up or Down to cycle the icons. Select the icon you want, then repeat the process as fast as you can to complete the code.

Pressing Up or Down 10 times will cause the order of the icons to start over again. In other words, pressing a button that corresponds with a box with a skull symbol 10 times will change back to the skull icon.



Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. In any case, you'll get the hang of it after a few tries. Remember, you have to be fast and precise. No one said this was supposed to be easy.

Note: You can find secret codes in store bought Strategy Guides, game magazines, the Internet or with a little experimentation on your part.

THE STORY



"Thousands of years ago in a battle with the fallen Elder God known as Shinnok, I was responsible for the death of an entire civilization.

To rid all realms of Shinnok's menace I waged a war that plunged the Earth into centuries of darkness and banished Shinnok into a place called the Netherealm.

Now after Shao Kahn's defeat at the hands of Earth's warriors, Shinnok has managed to escape his confines in the Netherealm.

The war is now being fought once again. Only this time It can be won by mortals."

- The words of Raiden



FUJIN

Better known as the God of Wind, Fujin joins Raiden as one of the last surviving Gods of Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the Elder Gods. He now prepares for the final battle between the forces of light and Shinnok's hell spawned warriors of darkness.



LIU KANG

Still the immortal champion of Mortal Kombat, Liu Kang finds himself venturing into the realm of Edenia to rescue the Princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together Earth's greatest warriors. He does it this time not only to free Kitana's home world but also to assist his mentor and Earth's protector, Raiden.



SUB ZERO

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the Ice Warrior once again dons the familiar costume once worn by his brother the original Sub-Zero. He also holds secrets passed on to him by his sibling- secrets that could hold the key to stopping Shinnok.



TANYA

As the daughter of Edenia's ambassador to new realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished Elder God, Shinnok. The portal leads into the pits of the Netherealm itself, and the once free realm of Edenia is now at the mercy of Shinnok.



QUAN CHI

A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the netherealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherealm.



RAIDEN

The God of Thunder returns to Earth after the defeat of Shao Kahn - but he finds a new threat. Shinnok's forces are present, led by Quan Chi's attack of the Elder Gods. With the heavens in disarray, Raiden exists as one of the last Gods of Earth. He must come to the aid of his Elders and put an end to the villainous reign of his ancient enemy.



REIKO

Once a general in Shinnok's armies, Reiko lead the forces of darkness into the battle against the Elder Gods. Once thought killed during that onslaught, he resurfaces and joins the battle against Earth's forces.



SHINNOK

Banished to the Netherealm for crimes committed against his once fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he then is able to overtake the realm of Edenia. From there he wages a war against the Elder Gods and awaits a chance to exact revenge against the God who banished him there - Raiden.



SCORPION

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse- Life, in exchange for his services as a warrior against the Elders. Scorpion accepts, but hides under ulterior motives.

MOVE CONTROL INDEX

U = Control Pad Up
D = Control Pad Down
B = Control Pad Back (away from opponent)
F = Control Pad Forward (toward opponent)
P = Punch
K = Kick
BLK = Block

FUJIN

Rising Knee	D, F, K
Air Dive Kick	U, U, K
Fatality: Raise and Destroy	F, F, B

LIU KANG

Fireball	F, F, P
Bicycle Kick	F, F, K
Fatality: Blast	F, F, F, D

QUAN CHI

Slide Kick	F, F, K
Tele-Stomp	F, D, K
Fatality: Leg Rip	F, D, F

RAIDEN

Torpedo	F, F, K
Lightning Bolt	D, B, P
Fatality: Shock of Explosions	F, B, U, U

REIKO

Shurikens	D, F, P
Flip Kick	D, F, K
Fatality: Kick Off	D, D, B

SCORPION

Spear	B, B, P
Teleport Punch	D, B, P
Fatality: Toasty!	B, F, F, B

SUB-ZERO

Ice Blast	D, F, P
Slide	B + P + K
Fatality: Head Rip	F, B, F, D

TANYA

Fireball	D, F, P
Corkscrew Kick	F, F, K
Fatality: Kiss of Death	D, D, U, D

PERSONAL WIN / LOSS RECORDS

PLAYER 1

WINS / LOSSES

CPU

WINS / LOSSES

MORTAL KOMBAT WAS CREATED BY: ED BOON AND JOHN TOBIAS

MIDWAY HOME ENTERTAINMENT TEAM

Producer . . . . . .Brian Lowe

Associate Producer . . . . . .Zach Wood

Assistant Producer . . . . . .Jason Shigenaka

Technical Assistants . . . . . .Scott Maxwell & David Schwartz

Print Design & Production . . . . . .Debra Austin, Jon Mongelluzzo, Erin Shems, Chris Vine, Gary Gonzales, Dave Young & Chris Mowry

Test Manager . . . . . .Rob Sablan

Lead Tester . . . . . .Westin Boucher'

Testers . . . . . .Brien Atangan & Jared Lazaro

Special Thanks . . . . . .Deborah Fulton

KREDITS

DIGITAL ECLIPSE

Executive Producer . . . . . Andrew Ayre

Producer . . . . . Troy Sheets

Technical Producer . . . . . Jeff Vavasour

Production Assistance . . . . . William Shmitt

Programming . . . . . Jeff Frohwein

Music . . . . . Jeff Frohwein & Scott Petersen

Graphics . . . . . Duran Bodasing & Jeff Frohwein

Tools . . . . . Robert Baffy, Mike Mika & Carsten Sorensen

Special Thanks . . . . . Pascal Felber & Carsten Sorensen

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Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com



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MIDWAY HOME ENTERTAINMENT INC.
P.O. BOX 2097 CORSICANA, TX 75151-2097
www.midway.com

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